What is claimed is:

1. A recording medium for storing a program and data for use of an entertainment system, said entertainment system comprising:

an entertainment apparatus for executing various programs;

at least one input device for inputting a manual control request of a user to said entertainment apparatus; and

a monitor for displaying an image outputted from said entertainment apparatus;

wherein said program comprises the steps of:

selecting a symbolic image from a plurality of symbolic images available for a scene currently displayed on the monitor based on an input geometric shape indicated by an input pattern image drawn according to data inputted by the user with said input device; and

displaying said selected symbolic image on said monitor.

2. A recording medium according to claim 1, wherein said program further comprises the step of controlling the progress of a scenario in the scene currently displayed on said monitor based on said symbolic image.

3. A recording medium according to claim 1, wherein

said step of selecting a symbolic image comprises the steps of:

converting said data inputted by the user with said input device into an input pattern image; and

judging an input geometric shape indicated by said input pattern image based on a plurality of judging criterion.

4. A recording medium according to claim 1, wherein said program further comprises the step of determining a form of said selected symbolic image based on accuracy of said input geometric shape.

5. A recording medium according to claim 4, wherein said step of determining a form of said selected symbolic image comprises the steps of:

determining accuracy of said input geometric shape based on a judging criteria used in said step of judging an input geometric shape by calculating the number of deviations from an allowable range of said judging criteria; and

modifying a form of said selected symbolic image displayed on said monitor based on accuracy of said input geometric shape.

6. A recording medium according to claim 3, wherein said input geometric shape comprises a segment having a

starting point and an ending point, and a judgment as to whether said input geometric shape is a straight line or not is performed in said step of judging an input geometric shape by determining whether said ending point is within an allowable area or not, said allowable area extending from said starting point and having an acceptable deviation width.

7. A recording medium according to claim 3, wherein said input geometric shape comprises a segment having a starting point and an ending point, and a judgment as to whether said input geometric shape is a straight line or not is performed in said step of judging an input geometric shape by determining whether said segment is within an allowable area having an acceptable aberration width or not.

8. A recording medium according to claim 3, wherein said input geometric shape comprises a segment having a starting point and an ending point, and a judgment as to whether said input geometric shape is a circle or not is performed in said step of judging an input geometric shape by determining:

whether said starting point and said ending point are closely positioned or not;

whether a difference in length between sides of an imaginary rectangle circumscribing said input geometric shape is within an allowable range or not;

whether there is a corner in said geometric shape or not; and

whether there is a crossing positioned remotely from said starting point and said ending point or not.

9. A recording medium according to claim 1, wherein said program further comprises the step of displaying an animation of said symbolic image on said monitor such that said symbolic image moves arbitrarily in accordance with background music.

10. A recording medium according to claim 9, wherein said program further comprises the step of setting sounds such that the sounds are outputted synchronously with the movement of said symbolic image.

11. A recording medium according to claim 10, wherein said step of setting sounds comprises the step of setting tones of sounds based on at least the size of said symbolic image displayed on said monitor.

12. A recording medium according to claim 10, wherein said step of setting sounds comprises the step of setting pitches of sounds based on at least the position of said symbolic image displayed on said monitor.

13. A recording medium according to claim 1, wherein

said program further comprises the step of setting waves of a basic image displayed on said monitor according to said input geometric shape such that said basic image waves arbitrarily.

14. A program for use of an entertainment system comprising:

an entertainment apparatus for executing various programs;

at least one input device for inputting a manual control request of a user to said entertainment apparatus; and

a monitor for displaying an image outputted from said entertainment apparatus;

wherein said program comprises the steps of:

selecting a symbolic image from a plurality of symbolic images available for the scene currently displayed on the monitor based on an input geometric shape indicated by an input pattern image drawn according to data inputted by the user with said input device; and

displaying said selected symbolic image on said monitor.

15. An entertainment system comprising:

an entertainment apparatus having a control unit for executing various programs;

at least one input device for inputting a manual

control request of a user to said entertainment apparatus;

a monitor for displaying an image outputted from said entertainment apparatus; and

a program executable by said control unit, said program comprising:

means for selecting a symbolic image from a plurality of symbolic images available for a scene currently displayed on the monitor based on an input geometric shape indicated by an input pattern image drawn according to data inputted by the user with said input device; and

means for displaying said selected symbolic image on said monitor.

16. An entertainment system according to claim 15, wherein said program further comprises means for controlling the progress of a scenario in the scene currently displayed on said monitor based on said symbolic image.

17. An entertainment system according to claim 15, wherein said means for selecting a symbolic image comprises:

means for converting said data inputted by the user with said input device into an input pattern image; and

means for judging an input geometric shape indicated by said input pattern image based on a plurality of judging criterion.

18. An entertainment system according to claim 15,

wherein said program further comprises means for determining a form of said selected symbolic image based on accuracy of said input geometric shape.

19. An entertainment system according to claim 18, wherein said means for determining a form of said selected symbolic image comprises:

means for determining accuracy of said input geometric shape based on a judging criteria used by said means for judging an input geometric shape by calculating the number of deviations from an allowable range of said judging criteria; and

means for modifying a form of said selected symbolic image displayed on said monitor based on accuracy of said input geometric shape.

20. An entertainment system according to claim 17, wherein said input geometric shape comprises a segment having a starting point and an ending point, and said means for judging an input geometric shape performs a judgment as to whether said input geometric shape is a straight line or not by determining whether said ending point is within an allowable area or not, said allowable area extending from said starting point and having an acceptable deviation width.

21. An entertainment system according to claim 17,

wherein said input geometric shape comprises a segment
having a starting point and an ending point, and said means
for judging an input geometric shape performs a judgment as
to whether said input geometric shape is a straight line or
not by determining whether said segment is within an
allowable area having an acceptable aberration width or not.

22. An entertainment system according to claim 17,
wherein said input geometric shape comprises a segment
having a starting point and an ending point, and said means
for judging an input geometric shape performs a judgment as
to whether said input geometric shape is a circle or not by
determining:

whether said starting point and said ending point are
closely positioned or not;

whether a difference in length between sides of an
imaginary rectangle circumscribing said input geometric
shape is within an allowable range or not;

whether there is a corner in said geometric shape or
not; and

whether there is a crossing positioned remotely from
said starting point and said ending point or not.

23. An entertainment system according to claim 15,
further comprising means for displaying an animation of said
symbolic image on said monitor such that said symbolic image
moves arbitrarily in accordance with background music.

- 78 -

24. An entertainment system according to claim 23, further comprising means for setting sounds such that the sounds are outputted synchronously with the movement of said symbolic image.

25. An entertainment system according to claim 24, wherein said means for setting sounds sets tones of sounds based on at least the size of said symbolic image displayed on said monitor.

26. An entertainment system according to claim 24, wherein said means for setting sounds sets pitches of sounds based on at least the position of said symbolic image displayed on said monitor.

27. An entertainment system according to claim 15, further comprising means for setting waves of a basic image displayed on said monitor according to said input geometric shape such that said basic image waves arbitrarily.

28. An entertainment apparatus connectable to an input device for inputting a manual control request of a user to said entertainment apparatus and connectable to a monitor for displaying an image outputted from said entertainment apparatus, wherein said entertainment apparatus comprises:

means for selecting a symbolic image from a plurality
of symbolic images available for a scene currently displayed
on the monitor based on an input geometric shape indicated
by an input pattern image drawn according to data inputted
by the user with said input device; and

means for displaying said selected symbolic image on
said monitor.

29. An image displaying method comprising the steps of:

selecting a symbolic image from a plurality of symbolic
images available for a scene currently displayed on the
monitor based on an input geometric shape indicated by an
input pattern image drawn according to data inputted by the
user; and

displaying said selected symbolic image on said
monitor.